HERE IS SOME D&D

CHARACTER RECORD CARD

Experience | Next Level | Armor Class | Hit Points | # of Attacks | Hit Die | Level

Character's Name

Race | Ability

Class | Ability

Weapon | Damage

Weapon | Damage

Armor | Armor Class | Movement

Initiative		Movement	+ Bonus	= Total	
Attack	Level		+ Bonus	= Total	
Save	Level		+ Bonus	= Total	
Athletics	½ Level	+ Movement	+ Bonus	= Total	
Sub.	½ Level	+ Movement	+ Bonus	= Total	
Lore	½ Level	+ Movement	+ Bonus	= Total	

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience | Next Level | Armor Class | Hit Points | # of Attacks | Hit Die | Level

Character's Name

Race | Ability

Class | Ability

Weapon | Damage

Weapon | Damage

Armor | Armor Class | Movement

Initiative		Movement	+ Bonus	= Total	
Attack	Level		+ Bonus	= Total	
Save	Level		+ Bonus	= Total	
Athletics	½ Level	+ Movement	+ Bonus	= Total	
Sub.	½ Level	+ Movement	+ Bonus	= Total	
Lore	½ Level	+ Movement	+ Bonus	= Total	

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience | Next Level | Armor Class | Hit Points | # of Attacks | Hit Die | Level

Character's Name

Race | Ability

Class | Ability

Weapon | Damage

Weapon | Damage

Armor | Armor Class | Movement

Initiative		Movement	+ Bonus	= Total	
Attack	Level		+ Bonus	= Total	
Save	Level		+ Bonus	= Total	
Athletics	½ Level	+ Movement	+ Bonus	= Total	
Sub.	½ Level	+ Movement	+ Bonus	= Total	
Lore	½ Level	+ Movement	+ Bonus	= Total	

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience | Next Level | Armor Class | Hit Points | # of Attacks | Hit Die | Level

Character's Name

Race | Ability

Class | Ability

Weapon | Damage

Weapon | Damage

Armor | Armor Class | Movement

Initiative		Movement	+ Bonus	= Total	
Attack	Level		+ Bonus	= Total	
Save	Level		+ Bonus	= Total	
Athletics	½ Level	+ Movement	+ Bonus	= Total	
Sub.	½ Level	+ Movement	+ Bonus	= Total	
Lore	½ Level	+ Movement	+ Bonus	= Total	

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience | Next Level | Armor Class | Hit Points | # of Attacks | Hit Die | Level

Character's Name

Race | Ability

Class | Ability

Weapon | Damage

Weapon | Damage

Armor | Armor Class | Movement

Initiative		Movement	+ Bonus	= Total		
Attack	Level		+ Bonus	= Total		
Save	Level		+ Bonus	= Total		
Athletics	½ Level	+ Movement	+ Bonus	= Total		
Sub.	½ Level	+ Movement	+ Bonus	= Total		
Lore	½ Level	+ Movement	+ Bonus	= Total		

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience | Next Level | Armor Class | Hit Points | # of Attacks | Hit Die | Level

Character's Name

Race | Ability

Class | Ability

Weapon | Damage

Weapon | Damage

Armor | Armor Class | Movement

Initiative		Movement	+ Bonus	= Total		
Attack	Level		+ Bonus	= Total		
Save	Level		+ Bonus	= Total		
Athletics	½ Level	+ Movement	+ Bonus	= Total		
Sub.	½ Level	+ Movement	+ Bonus	= Total		
Lore	½ Level	+ Movement	+ Bonus	= Total		

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience | Next Level | Armor Class | Hit Points | # of Attacks | Hit Die | Level

Character's Name

Race | Ability

Class | Ability

Weapon | Damage

Weapon | Damage

Armor | Armor Class | Movement

Initiative		Movement	+ Bonus	= Total		
Attack	Level		+ Bonus	= Total		
Save	Level		+ Bonus	= Total		
Athletics	½ Level	+ Movement	+ Bonus	= Total		
Sub.	½ Level	+ Movement	+ Bonus	= Total		
Lore	½ Level	+ Movement	+ Bonus	= Total		

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience | Next Level | Armor Class | Hit Points | # of Attacks | Hit Die | Level

Character's Name

Race | Ability

Class | Ability

Weapon | Damage

Weapon | Damage

Armor | Armor Class | Movement

Initiative		Movement	+ Bonus	= Total		
Attack	Level		+ Bonus	= Total		
Save	Level		+ Bonus	= Total		
Athletics	½ Level	+ Movement	+ Bonus	= Total		
Sub.	½ Level	+ Movement	+ Bonus	= Total		
Lore	½ Level	+ Movement	+ Bonus	= Total		

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		16	10	1	d10	1

Character's Name

Human	+10% experience gained		
Race	Ability		
Fighter	+2 armor class		
Class	Ability		
Greatsword (Huge)	d10+3		
Weapon	Damage		
Longbow (Ranged)	d8+2		
Weapon	Damage		
Full Plate (Heavy)	16	3	
Armor	Armor Class	Movement	

	Level	Movement	Bonus	Total
Initiative		3	0	3
Attack	1		0	1
Save	1		2/0	3/1 (Physical / All else)
Athletics	1	3	1	5
Sub.	0 (½ Level)	3	1	4
Lore	0 (½ Level)	3	1	4

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		12	8	2	d8	1

Character's Name

Halfling	Reroll results of 1 on any die roll		
Race	Ability		
Rogue	x3 damage if your target can't see you		
Class	Ability		
Shortsword (Medium)	d6		
Weapon	Damage		
Dagger (Small)	d4		
Weapon	Damage		
Studded Leather (Light)	12	7	
Armor	Armor Class	Movement	

	Level	Movement	Bonus	Total
Initiative		7	2	9
Attack	1		0	1
Save	1		2	3
Athletics	0 (½ Level)	7	0	7
Sub.	1	7	2	9
Lore	0 (½ Level)	7	0	7

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		15	6	1	d6	1

Character's Name

Dwarf	See in darkness; +1 atk axes/hammers		
Race	Ability		
Cleric	Turn or command undead		
Class	Ability		
Warhammer	d8		
Weapon	Damage		
Breastplate (Medium)	14	5	
~~Weapon~~	Armor Class	~~Damage~~	
Heater (Shield)	+1	-1	
Armor	Armor Class	Movement	

	Level	Movement	Bonus	Total
Initiative		4	0	4
Attack	1		1	2
Save	1		2/0	3/1 (Magical / All else)
Athletics	0 (½ Level)	4	2	6
Sub.	0 (½ Level)	4	0	4
Lore	1	4	0	5

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		10	6	1	d6	1

Character's Name

Elf	Doesn't need to sleep; +1 to attack with spells		
Race	Ability		
Wizard	Prepare 1 more spell per day		
Class	Ability		
Staff (Large)	d8+1		
Weapon	Damage		
Sling (Ranged)	d8		
Weapon	Damage		
Robe (None)	10	9	
Armor	Armor Class	Movement	

	Level	Movement	Bonus	Total
Initiative		9	0	9
Attack	1		1/0	2/1 (Spells / All else)
Save	1		2/0	3/1 (Magical / All else)
Athletics	0 (½ Level)	9	0	9
Sub.	0 (½ Level)	9	0	9
Lore	1	9	2	12

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

Reliable, from a dispirited orphanage workhouse, believes they have a claim to the throne

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

Outgoing, from a string of terrible places, already made and lost a fortune

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

Melodramatic, from an illusory forest hiding a terrible secret, never got the proper training

Spells Prepared:

Castings Per Day: ☐ ☐

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

Boisterous, from a citadel in the Iron Mountains, trying to avoid a prophecy

Spells Prepared:

Castings Per Day: ☐ ☐

Turn or Command Undead: If you worship a good deity, turn an amount of minor undead equal to twice your level every day; if you worship an evil deity, instead command undead

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		12	8	1	d8	1

Character's Name

Half-Orc — +1 to attack with any weapon
Race — Ability

Bard — Prepare spells from any spell list
Class — Ability

Whip (Medium) — d6
Weapon — Damage

Crossbow (Ranged) — d8
Weapon — Damage

Padded Leather (Light) — 12 — 7
Armor — Armor Class — Movement

			Movement		Bonus		Total
Initiative			7	+	2	=	9
Attack	1 (Level)			+	1 (Bonus)	=	2 (Total)
Save	1 (Level)			+	2 (Bonus)	=	3 (Total)
Athletics	0 (½ Level)	+	7 (Movement)	+	2 (Bonus)	=	9 (Total)
Sub.	1 (Level)	+	7 (Movement)	+	0 (Bonus)	=	8 (Total)
Lore	0 (½ Level)	+	7 (Movement)	+	0 (Bonus)	=	7 (Total)

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		14	6	1	d6	1

Character's Name

Tiefling — See in darkness; *burning hands* 1/day
Race — Ability

Druid — Wild shape into an animal
Class — Ability

Trident (Huge) — d10+1
Weapon — Damage

Blowgun (Ranged) — d8
Weapon — Damage

Scale mail (Medium) — 14 — 5
Armor — Armor Class — Movement

			Movement		Bonus		Total	
Initiative			5	+	0	=	5	
Attack	1 (Level)			+	0 (Bonus)	=	1 (Total)	
Save	1 (Level)			+	2 / 0 (Bonus)	=	3 / 1 (Total)	Magical / All else
Athletics	0 (½ Level)	+	5 (Movement)	+	0 (Bonus)	=	5 (Total)	
Sub.	0 (½ Level)	+	5 (Movement)	+	2 (Bonus)	=	7 (Total)	
Lore	1 (Level)	+	5 (Movement)	+	0 (Bonus)	=	6 (Total)	

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		10	10	1	d10	1

Character's Name

Gnome — *Animal friendship/speak with animals* at will
Race — Ability

Monk — +2 damage with monk weapons
Class — Ability

Bō (Large) — d8+3
Weapon — Damage

Shuriken (Ranged) — d6+2
Weapon — Damage

Keikogi (None) — 10 — 9
Armor — Armor Class — Movement

			Movement		Bonus		Total	
Initiative			9	+	0	=	9	
Attack	1 (Level)			+	0 (Bonus)	=	1 (Total)	
Save	1 (Level)			+	2 / 0 (Bonus)	=	3 / 1 (Total)	Physical / All else
Athletics	1 (Level)	+	9 (Movement)	+	0 (Bonus)	=	10 (Total)	
Sub.	0 (½ Level)	+	9 (Movement)	+	0 (Bonus)	=	9 (Total)	
Lore	0 (½ Level)	+	9 (Movement)	+	2 (Bonus)	=	11 (Total)	

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		14	6	1*	d6	1

Character's Name

Dragonborn — Breathe lightning for 1d6 damage
Race — Ability

Warlock — Eldritch blast for 1d6 damage
Class — Ability

Flail (Large) — d8+1
Weapon — Damage

Sap (Small) — d4
Weapon — Damage

Breastplate (Medium) — 14 — 5
Armor — Armor Class — Movement

			Movement		Bonus		Total	
Initiative			5	+	0	=	5	
Attack	1 (Level)			+	0 (Bonus)	=	1 (Total)	
Save	1 (Level)			+	2 / 0 (Bonus)	=	3 / 1 (Total)	Magical / All else
Athletics	0 (½ Level)	+	5 (Movement)	+	2 (Bonus)	=	7 (Total)	
Sub.	0 (½ Level)	+	5 (Movement)	+	0 (Bonus)	=	5 (Total)	
Lore	1 (Level)	+	5 (Movement)	+	0 (Bonus)	=	6 (Total)	

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

Warm-hearted, from a fallen kingdom near the Bleak, carries the skull of their best friend

Spells Prepared:

Castings Per Day: ☐ ☐

Wild Shape: You can turn into a small land animal for 30 minutes per level per day and break that time up into 2 smaller chunks; while wild shaped, you can't cast spells, and your actions are limited to the capabilities of your animal form

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

Outgoing, from a traveling circus hiding devil worshipers, names every piece of their gear

Spells Prepared:

Castings Per Day: ☐

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

Moody, from a dangerous city, always wanted to be a wizard but struggled with it

Spells Prepared:

Castings Per Day: ☐

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

Assertive, from an isolated monastery under the Maelstrom, got away with murder

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		16	10	1	d10	1

Character's Name

Human	+10% experience gained		
Race	Ability		
Fighter	+2 armor class		
Class	Ability		
Greatsword (Huge)	d10+3		
Weapon	Damage		
Longbow (Ranged)	d8+2		
Weapon	Damage		
Full Plate (Heavy)	16	3	
Armor	Armor Class	Movement	

	½ Level / Level	Movement	Bonus	Total	
Initiative		3	0	3	
Attack	1		0	1	
Save	1		2 / 0	3 / 1	Physical / All else
Athletics	1	3	1	5	
Sub.	0	3	1	4	
Lore	0	3	1	4	

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		12	8	2	d8	1

Character's Name

Halfling	Reroll results of 1 on any die roll		
Race	Ability		
Rogue	x3 damage if your target can't see you		
Class	Ability		
Shortsword (Medium)	d6		
Weapon	Damage		
Dagger (Small)	d4		
Weapon	Damage		
Studded Leather (Light)	12	7	
Armor	Armor Class	Movement	

	½ Level / Level	Movement	Bonus	Total	
Initiative		7	2	9	
Attack	1		0	1	
Save	1		2	3	
Athletics	0	7	0	7	
Sub.	1	7	2	9	
Lore	0	7	0	7	

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		15	6	1	d6	1

Character's Name

Dwarf	See in darkness; +1 atk axes/hammers		
Race	Ability		
Cleric	Turn or command undead		
Class	Ability		
Warhammer	d8		
Weapon	Damage		
Breastplate (Medium)	14	5	
Weapon	Armor Class	Movement	
Heater (Shield)	+1	-1	
Armor	Armor Class	Movement	

	½ Level / Level	Movement	Bonus	Total	
Initiative		4	0	4	
Attack	1		1	2	
Save	1		2 / 0	3 / 1	Magical / All else
Athletics	0	4	2	6	
Sub.	0	4	0	4	
Lore	1	4	0	5	

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		10	6	1	d6	1

Character's Name

Elf	Doesn't need to sleep; +1 to attack with spells		
Race	Ability		
Wizard	Prepare 1 more spell per day		
Class	Ability		
Staff (Large)	d8+1		
Weapon	Damage		
Sling (Ranged)	d8		
Weapon	Damage		
Robe (None)	10	9	
Armor	Armor Class	Movement	

	½ Level / Level	Movement	Bonus	Total	
Initiative		9	0	9	
Attack	1		1 / 0	2 / 1	Spells / All else
Save	1		2 / 0	3 / 1	Magical / All else
Athletics	0	9	0	9	
Sub.	0	9	0	9	
Lore	1	9	2	12	

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

Outgoing, from a string of terrible places, already made and lost a fortune

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

Reliable, from a dispirited orphanage workhouse, believes they have a claim to the throne

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

Melodramatic, from an illusory forest hiding a terrible secret, never got the proper training

Spells Prepared:

Castings Per Day: ☐ ☐

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

Boisterous, from a citadel in the Iron Mountains, trying to avoid a prophecy

Spells Prepared:

Castings Per Day: ☐ ☐

Turn or Command Undead: If you worship a good deity, turn an amount of minor undead equal to twice your level every day; if you worship an evil deity, instead command undead

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		12	8	1	d8	1

Character's Name

Half-Orc	+1 to attack with any weapon		
Race	Ability		
Bard	Prepare spells from any spell list		
Class	Ability		
Whip (Medium)			d6
Weapon			Damage
Crossbow (Ranged)			d8
Weapon			Damage
Padded Leather (Light)		12	7
Armor		Armor Class	Movement

Initiative			7	Movement	+ 2	Bonus	= 9 Total
Attack	1	Level			+ 1	Bonus	= 2 Total
Save	1	Level			+ 2	Bonus	= 3 Total
Athletics	0	½ Level	+ 7 Movement		+ 2	Bonus	= 9 Total
Sub.	1	½ Level	+ 7 Movement		+ 0	Bonus	= 8 Total
Lore	0	½ Level	+ 7 Movement		+ 0	Bonus	= 7 Total

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		14	6	1	d6	1

Character's Name

Tiefling	See in darkness; *burning hands* 1/day		
Race	Ability		
Druid	Wild shape into an animal		
Class	Ability		
Trident (Huge)			d10+1
Weapon			Damage
Blowgun (Ranged)			d8
Weapon			Damage
Scale mail (Medium)		14	5
Armor		Armor Class	Movement

Initiative			5	Movement	+ 0	Bonus	= 5 Total
Attack	1	Level			+ 0	Bonus	= 1 Total
Save	1	Level			+ 2/0	Bonus	= 3/1 Total (Magical / All else)
Athletics	0	½ Level	+ 5 Movement		+ 0	Bonus	= 5 Total
Sub.	0	½ Level	+ 5 Movement		+ 2	Bonus	= 7 Total
Lore	1	½ Level	+ 5 Movement		+ 0	Bonus	= 6 Total

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		10	10	1	d10	1

Character's Name

Gnome	*Animal friendship/speak with animals* at will		
Race	Ability		
Monk	+2 damage with monk weapons		
Class	Ability		
Bō (Large)			d8+3
Weapon			Damage
Shuriken (Ranged)			d6+2
Weapon			Damage
Keikogi (None)		10	9
Armor		Armor Class	Movement

Initiative			9	Movement	+ 0	Bonus	= 9 Total
Attack	1	Level			+ 0	Bonus	= 1 Total
Save	1	Level			+ 2/0	Bonus	= 3/1 Total (Physical / All else)
Athletics	1	½ Level	+ 9 Movement		+ 0	Bonus	= 10 Total
Sub.	0	½ Level	+ 9 Movement		+ 0	Bonus	= 9 Total
Lore	0	½ Level	+ 9 Movement		+ 2	Bonus	= 11 Total

HERE IS SOME D&D

CHARACTER RECORD CARD

Experience	Next Level	Armor Class	Hit Points	# of Attacks	Hit Die	Level
		14	6	1*	d6	1

Character's Name

Dragonborn	Breathe lightning for 1d6 damage		
Race	Ability		
Warlock	Eldritch blast for 1d6 damage		
Class	Ability		
Flail (Large)			d8+1
Weapon			Damage
Sap (Small)			d4
Weapon			Damage
Breastplate (Medium)		14	5
Armor		Armor Class	Movement

Initiative			5	Movement	+ 0	Bonus	= 5 Total
Attack	1	Level			+ 0	Bonus	= 1 Total
Save	1	Level			+ 2/0	Bonus	= 3/1 Total (Magical / All else)
Athletics	0	½ Level	+ 5 Movement		+ 2	Bonus	= 7 Total
Sub.	0	½ Level	+ 5 Movement		+ 0	Bonus	= 5 Total
Lore	1	½ Level	+ 5 Movement		+ 0	Bonus	= 6 Total

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

Warm-hearted, from a fallen kingdom near the Bleak, carries the skull of their best friend

Spells Prepared:

Castings Per Day: ☐ ☐

Wild Shape: You can turn into a small land animal for 30 minutes per level per day and break that time up into 2 smaller chunks; while wild shaped, you can't cast spells, and your actions are limited to the capabilities of your animal form

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

Outgoing, from a traveling circus hiding devil worshipers, names every piece of their gear

Spells Prepared:

Castings Per Day: ☐

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

Moody, from a dangerous city, always wanted to be a wizard but struggled with it

Spells Prepared:

Castings Per Day: ☐

HERE IS SOME D&D

CHARACTER RECORD CARD

Treasure

Assertive, from an isolated monastery under the Maelstrom, got away with murder